

# Kleiner Style Guide

# Einrücken

```
//bad
void myFunction(bool a)
{
    // do something
    if (a)
    {
        // do something
    }
    // do something
}

//good ident with 4 spaces or tab
void myFunction(bool a)
{
    // do something
    if (a)
    {
        // do something
    }
    // do something
}
```

# Abstände

```
for (int i=0; i<15; ++i) {  
    ++sum;  
    std::cout<<i<<std::endl;  
}
```

```
for (int i = 0; i < 15; ++i) {  
    ++sum;  
    std::cout << i << std::endl;  
}
```

# Variablen

- Schreibweise
  - camelCaseVersion
  - snake\_case\_version
  - Konstanten Namen immer nur in GROSSBUCHSTABEN
- Immer beschreibende und/oder erklärende Namen

# Funktionsnamen

- Schreibweise
  - camelCaseVersion
  - snake\_case\_version
- Immer beschreibende und/oder erklärende Namen

# Kommentare

- `//` für einzeilige Kommentare
- `/*` für  
mehrzeilige  
Kommentare `*/`

# Brace style

```
while (x == y) {  
    something();  
    somethingelse();  
}
```

```
while (x == y)  
{  
    something();  
    somethingelse();  
}
```

```
if (condition) {  
    something();  
    somethingelse();  
}  
else {  
    something();  
    somethingelse();  
}
```

```
if (condition) {  
    something();  
    somethingelse();  
} else {  
    something();  
    somethingelse();  
}
```

```
if (condition)  
{  
    something();  
    somethingelse();  
}  
else  
{  
    something();  
    somethingelse();  
}
```

# One liner

```
// Bad Idea  
// this compiles and does what you want, but can lead to confusing  
// errors if close attention is not paid.  
for (int i = 0; i < 15; ++i)  
    std::cout << i << std::endl;  
  
// Bad Idea  
// the cout is not part of the loop in this case even though it appears to be  
int sum = 0;  
for (int i = 0; i < 15; ++i)  
    ++sum;  
    std::cout << i << std::endl;  
  
// Good Idea  
// It's clear which statements are part of the loop (or if block, or  
whatever)  
int sum = 0;  
for (int i = 0; i < 15; ++i) {  
    ++sum;  
    std::cout << i << std::endl;  
}
```



# Zeilenlänge

```
// Bad Idea  
// hard to follow  
if (x && y && myFunctionThatReturnsBool() && caseNumber3 && (15 > 12 || 2 < 3)) {  
}  
  
// Good Idea  
// Logical grouping, easier to read  
if (x && y && myFunctionThatReturnsBool()  
    && caseNumber3  
    && (15 > 12 || 2 < 3)) {  
}
```